



NHL[®] 07



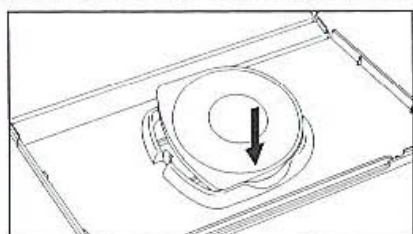
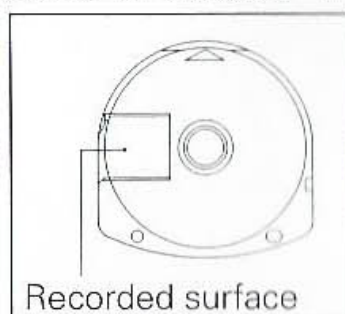
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

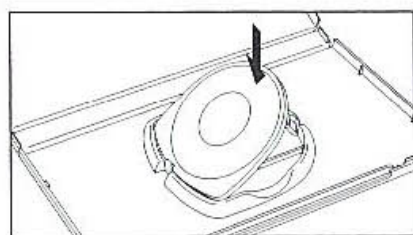
Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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CONTENTS

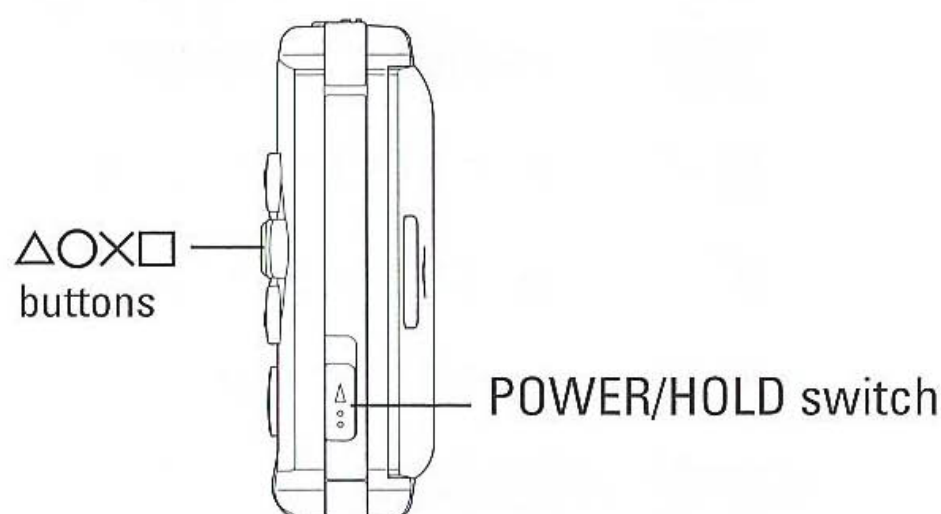
- 2** GETTING STARTED
- 3** STARTING THE GAME
- 3** COMPLETE CONTROLS
- 4** COMPLETE CONTROLS [CONT.]
- 5** PLAYING THE GAME
- 6** MULTIPLAYER
- 7** DYNASTY MODE™
- 10** OTHER GAME MODES
- 11** CREATION ZONE
- 11** SYSTEM LINK
- 11** ROSTERS
- 11** RULES AND OPTIONS
- 12** HINTS AND TIPS
- 13** LIMITED 90-DAY WARRANTY



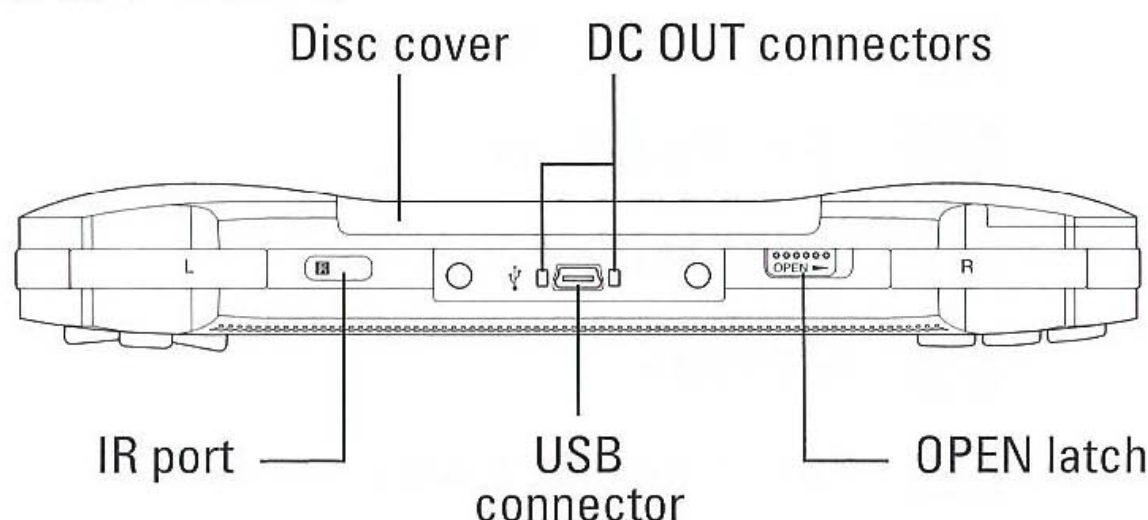
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GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *NHL® 07* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

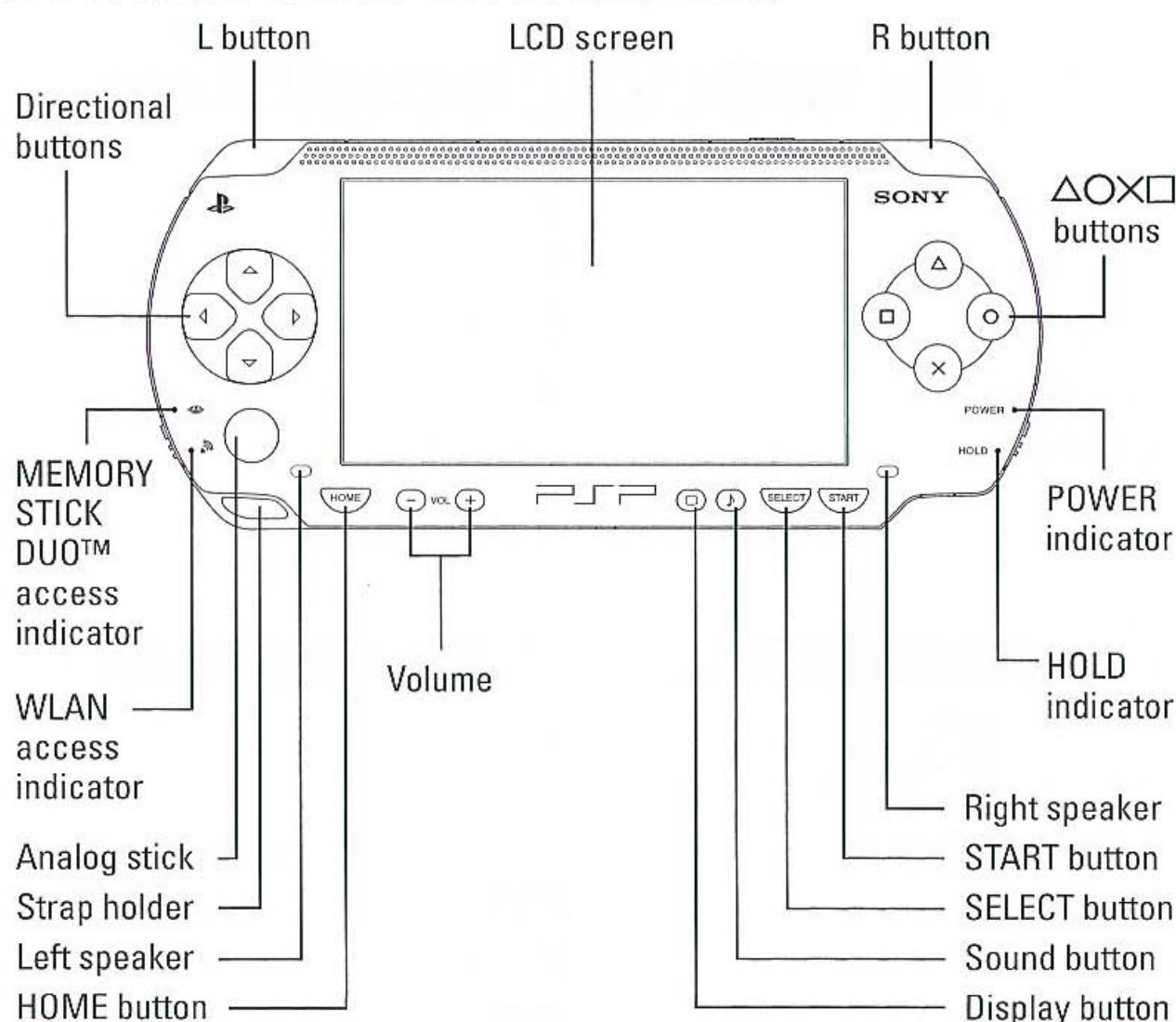
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING THE GAME

PSP® (PLAYSTATION® PORTABLE) SYSTEM CONFIGURATION



COMPLETE CONTROLS

Master these fundamentals to give yourself the best chance to come out victorious on the ice.

GENERAL CONTROLS

Move player/Deke	Analog stick
Speed burst	R button
Change offense strategy	D-button → (tap)
Change defense strategy	D-button ← (tap)
Change line	D-button ↑ (tap)
Pull goalie	SELECT button
Pause game	START button

NOTE: You can also pull your goalie by selecting PULL GOALIE in the Pause menu.

COMPLETE CONTROLS (CONT.)

Take complete control of every scoring opportunity by skating past, around, or through defenders, and limit your opponent's chances with thunderous body checks and hard hits.

OFFENSE	
Pass	⊗ button
Snap shot	⊙ button
Slap shot	⊙ button (hold)
Wrist shot	⊠ button
Auto-deke	△ button
Aim shot (while your stick is pulled back)	Analog stick

DEFENSE	
Switch player	⊗ button
Poke check	⊠ button
Body check/Big hit	△ button
Dive/Block	L button (hold) + △ button
Hook/Hold	⊙ button
Switch to goalie	L button (hold) + ⊙ button

NOTE: For more advanced controls, please see the Advanced Controls screen from the Configure Controls menu.

FIGHTING	
Initiate fight	D-button ↓
Punch high/low	⊙ button/⊗ button
Block high/low	△ button/⊠ button

PLAYING THE GAME

Lace up your skates, go directly to the ice, and settle the score with a Play Now game.

CHOOSE TEAMS/STRATEGIES

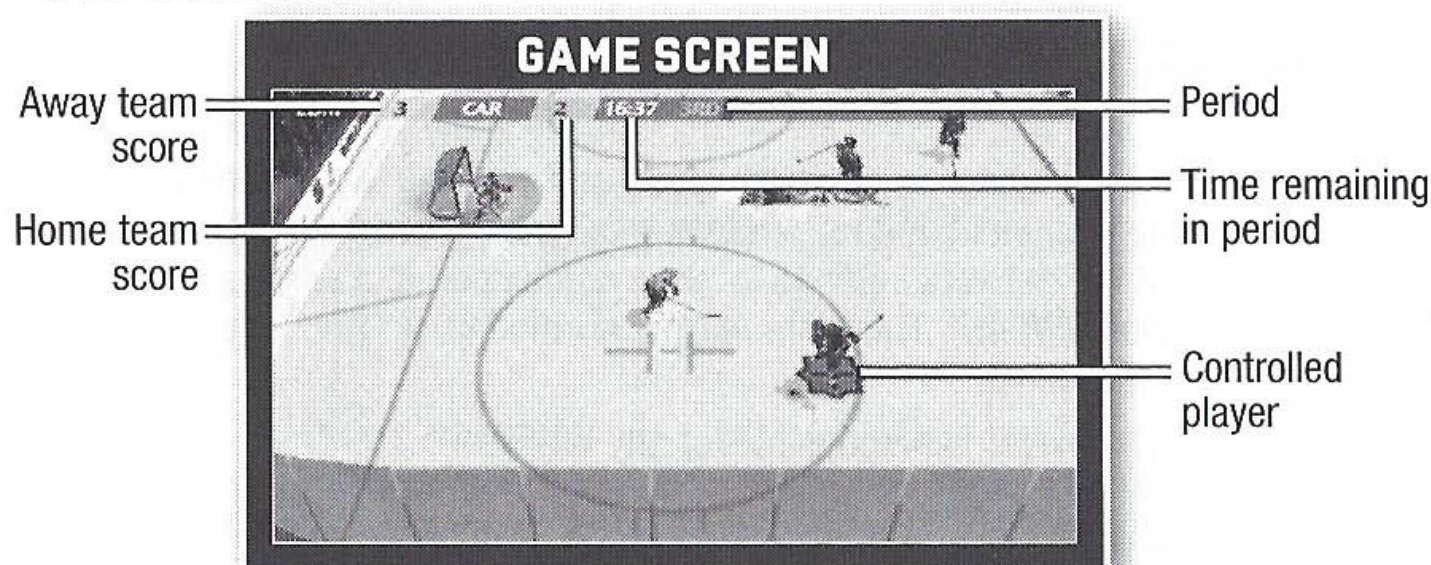
After selecting NHL®, National, European Elite, or Custom teams for the upcoming game, you have the option to set your team strategies by pressing the  button. Adjust your lines, style of play, as well as your powerplay and penalty killing alignment.

QUICK SETTINGS

Select the skill level for the next game, along with camera angles, rules, and period length.

Go to the Advanced Settings screen by pressing the  button or the  button and set your Line Changes to AUTO, OFF, or MANUAL, and your Shot Aim to AUTO or MANUAL. When set to MANUAL, you are in full control of the action.

ON THE ICE



ROLES/ICONS

Pay close attention to the on-screen role icons to locate the three different types of players on the ice—every player has one. Star players' role icons are placed inside of a star, while regular players have their icons inside of a circle. The icons are based on player ratings, making for the most realistic gameplay experience. For example, snipers and dangles are superior at deking into the zone while defensemen are very tough to get past. Play to your players' strengths at all times to gain an advantage on your opponent.

		Sniper/Dangler
		Playmaker/Power forward
		Offensive defenseman/Defensive defenseman

TARGETS

Aim your shot with the help of in-net targets (when Shot Aim is set to MANUAL). During scoring opportunities, a target icon appears inside the goal posts—press the Analog stick during your windup to move the target to an open part of the net. Once an opening appears, shoot the puck on net. Scoring has never been so easy.

CLASSIC DEKING CONTROL

Movement on the ice is more intuitive than ever as you skate and deke simultaneously using the Analog stick. Quickly press the Analog stick to deke past opponents and fool overaggressive goalies.

SAVING AND LOADING

Choose AUTOSAVE from the startup screen to make things easier on yourself. From that point forward, all the progress and changes made to your rosters, settings, game modes, and more are automatically saved to your Memory Stick Duo.

MULTIPLAYER

Prove you're king of the ice as you go one on one with the top players from around the world.

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

NOTE: The player is responsible for any Wi-Fi fees.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS, SUBSCRIPTION FEES AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2006-2007 NHL SEASON.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point, and a PC. For further information and set up details, please refer to the PSP system's Instruction Manual.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection).

HINT: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

DYNASTY MODE™

Take on the role of GM (general manager), coach, and player and run your favorite franchise—whether it's an NHL team or any of the high-powered teams from the European Elite leagues—for up to 10 seasons. See if you can live up to your owner's expectations by increasing profits, capturing division and conference titles, and most importantly, winning the Cup.

MESSAGE CENTRAL

Keep up on the latest news from inside your own organization—and around the league—by checking your messages. Read messages regarding the league, owner, staff, coaches, accounting, and players. Be sure to read each message before they expire—emails automatically get deleted if you let them sit in your inbox too long.

DYNASTY CENTRAL MENU

Make every off-the-ice move from the Dynasty Central menu. From playing the next game on your schedule to setting your Rules and Options, the everyday operations are managed here.

DAY-TO-DAY

Day-to-Day operations include playing or simulating games on the schedule, viewing the season calendar and team reports, and saving your Dynasty.

GM OPTIONS

As GM you have to work around the NHL's salary cap rules by using your power to trade players, sign free agents, and view scouting reports to evaluate the upcoming rookie draft. You can also release players to free agency via the Contracts menu.

You can also view your payroll, ticket prices, fan giveaways, concessions, and more.

COACHING OPTIONS

Take more control over the team by adjusting the practice schedule, editing lines, managing your minor league teams, changing jersey numbers, tweaking game strategy, and reviewing progress reports for every player on the team.

STATS CENTRAL

From overall team standings and statistics to individual numbers and awards, here's where you find all the stats you need.

RULES AND OPTIONS

Set rules and options to fit your style of play. Gameplay settings, display settings, sound settings, and the controller configurations are all adjusted here.

DURING THE SEASON

There's more to just playing the game during the 82-game season. For every hat trick, stick save, and game-winning goal, there are financial issues that need to be addressed. It's up to you to view your finances and make sure everything's on track while building hockey's next Dynasty.

MORALE

Every player on your team starts with a morale rating of 100. Morale goes down if players don't get the ice time they want, they feel you're not spending enough on Team Functions, or your team loses several games in a row. View player morale on the Progress Reports screen. When morale decreases, player attributes go down. In the Player Information screen a phrase next to each player explains how high his morale is at the moment. Use that information to make strategic decisions about which players to put on which line.

OWNER'S TRUST SYSTEM

The owner's expectation is calculated every game and the reward your team gets is based on its results on the ice. A big win against a strong team will provide more points than a big win against a weak team. Losing a game your owner expected you to win makes you lose owner's trust points. Winning a game your owner expected you to lose, however, earns you owner's trust points. Winning against a much better team on numerous occasions changes your owner's expectation: he expects to win against them, even if they are stronger.

NOTE: The more Owner's Trust Points you earn, the more Stars you earn. Go to the Upgrade screen in the GM Options menu and use your Stars to upgrade your team in any of 15 categories. The more success you have, the more you can improve your team.

TYPES OF GENERAL MANAGERS

PLAYED-OUT PROFESSIONAL

Having played many years in the NHL and paid his dues, this GM begins the Dynasty with no probationary period. He also starts with higher Owner's Trust, and as a result, has slightly higher Owner's Expectations.

FINANCIAL FORECASTER

A wizard with money, this GM is able to find every loophole and exploit every crack in any contract to help his team make money. Upgrades are available sooner when using him, but Owner's Expectations are also boosted, so be out there to win.

BRAW BOASTER

The media's favorite outspoken mouthpiece, this GM talks a big game. The amount of Owner's Trust Points increases with every win. When you lose, however, the amount of Trust Points lost increases.

INSIGHTFUL INVESTOR

Long-term planning and slow, steady progress are the mottos of this GM. He provides you with at least one star upgrade in each and every category. All this planning comes at a price, though—your Owner's Trust Points build slower than they do with other GMs so it takes more winning to get your next upgrade star.

MASTERFUL MANAGER

This is your vanilla GM. You don't start with any advantages or disadvantages.

PENNY PINCHER

We all like to save money, hockey teams especially. This GM is a master at it, cutting corners, and saving cash wherever possible. The owner rewards him for this with slightly lower expectations, but as a result upgrades become available for the team later.

INGENIOUS INTERCESSOR

A wordsmith of sorts, this GM softens any bad news to the owner, and is an excellent intermediary. He decreases the amount of points lost from losing games, but you also start with a lower than average Trust Level.

ADMINISTRATION AUDITOR

A less hands-on GM, he prefers to do his own thing. The Owner expects much less from him and your team starts out with lower Owner's Expectations, but you also start with the lowest level of Owner's Trust.

NHL ALL-STAR GAME

During the mid-point of the season, the league's elite players gather for one night in Dallas to play in the NHL All-Star game. No matter if you chose to pit East vs. West or North America vs. the World you have the option to play the game, whether you're simulating the season or not.

POSTSEASON

Once the regular season ends, the postseason begins. It's all about the games on the ice. Sixteen teams advance to the playoffs while the rest stay home. Only one will be crowned champion. The playoffs can be viewed or simulated even if your team doesn't qualify for them.

OFF-SEASON

In the off-season teams gear up for a fresh start beginning with the NHL Entry Draft. After the draft GMs have the chance to offer contracts to free agents and release players from their team. After the free agent period ends, the rosters are set and the new season begins.

OTHER GAME MODES

EXHIBITION

Play an exhibition game with any two teams of your choice. After selecting the teams and adjusting the settings, the game begins.

SEASON

Choose from the NHL teams or any of the European Elite leagues and set up a 29-, 58-, or 82-game season as you make a run for the Cup. Pick from four European Elite leagues: Elitserien (Sweden), SM-Liiga (Finland), DEL (Germany), and Tipsport Extraliga (Czech Republic).

EA SPORTS™ WORLD TOURNAMENT

Team USA vs. Canada. Germany vs. France. Throw the world's best teams into an 8- or 16-team World Tournament and see which country represents the best players in the world. You pick the teams, you set the rules, you play the games.

EA SPORTS™ FREE FOR ALL

The intensity explodes on the ice with an all-out hockey EA SPORTS Free-4-All. There's one net, one goalie, and every man is for himself.

SHOOT OUT MINI-GAME

Practice your moves and breakaway skills in Shoot Out as you take on the goalie head-to-head in a one player format or compete against friends. Rebounded shots do not count.

CREATION ZONE

Create a player who looks and plays like you and get into the game with the analog facial sculpting controls. Add black eyes, broken noses, and scars to put fear into the eyes of your opponents. Create an NHL team in your hometown or edit a player in the league with the player editor.

NOTE: To edit a player in the league, you must first transfer him to free agency. Only then can you access the player.

SYSTEM LINK

Transport your saved Dynasty from your PSP® system to your PlayStation®2 computer entertainment system, and continue playing. Then, save your progress at any time and transfer it back to the PSP® system to continue playing on your handheld. You can link back and forth between the two systems as many times as you want.

ROSTERS

Cut players using roster management, and edit lines, determine jersey numbers, and set default rosters of every team. Make sure to go to SAVE ROSTERS before exiting to lock-in your changes.

RULES AND OPTIONS

Go to this menu to adjust your Settings, Rosters, Control Configuration, and the songs in your EA SPORTS™ TRAX Jukebox.

HINTS AND TIPS

DYNASTY MODE

- In Dynasty Mode, you now have the ability to place players in the Minor Leagues. These players don't count towards your team's salary cap, leaving you money to spend elsewhere.
- In Dynasty and Season modes, you can now highlight players in the Scouting Reports Screen. Press the  button to select them and track their progress.

ON THE ICE

- Keep your best skater's boost timer for those crucial minutes of penalty kill, power play, or last minute goals.
- If the enemy is expecting a one-timer, surprise him with a wrap-around.
- Taking a timeout during the 3rd period can be crucial to refreshing your lines' fatigue and boost, setting them up for the game-tying or game-winning goal.
- A speeding skater loses awareness; skating at regular speed, you are much more likely to intercept passes and shots than if you are boosting.

OFF THE ICE

- The Player Information screen now features an Other Information tab. Check it out regularly to see how your players are feeling and adjust your strategy and lines accordingly.